

AdColony Pokkt Mediation

Prerequisites

- Please create account at <http://www.adcolony.com/monetize/>
- Please read basic instructions at <https://github.com/AdColony/AdColony-iOS-SDK/wiki/Showing-V4VC-Videos> to integrate your iOS application with AdColony.
- Register your App here and do the required settings for V4VC (rewarded video).

Configuration in Application

- Move the “AdColonyFramework” file into your project. Make sure to update your project's dependencies accordingly.
- Add the necessary permissions for AdColony as suggested in AdColony integration document to your application manifest.
- If your project doesn't support ARC, add the following linker flag to Target > Build Settings > Linking > Other Linker Flags:
 - fobjc-arc (this allows AdColony to use ARC even if your project does not)
- Add the following libraries and frameworks to Target > Build Phases > Link Binary With Libraries:
 - libz.1.2.5.tbd
 - AdColony.framework
 - AdSupport.framework (Set to Optional)
 - AudioToolbox.framework
 - AVFoundation.framework
 - CoreGraphics.framework
 - CoreMedia.framework
 - CoreTelephony.framework
 - EventKit.framework
 - EventKitUI.framework
 - MediaPlayer.framework
 - MessageUI.framework

- QuartzCore.framework
- Social.framework (Set to Optional)
- StoreKit.framework (Set to Optional)
- SystemConfiguration.framework
- WebKit.framework (Set to Optional)

Code changes

- Create a class which implements Pokkt's **AdNetwork** protocol.
- This class should also implement AdColony delegate **AdColonyAdDelegate**, **AdColonyDelegate**.
- Pokkt SDK's PokktNetworkDelegate methods should be mapped from your newly created class methods. These are the methods which are important and which will be used to fire event to POKKT.
 - onAdColonyAdAvailabilityChange,
 - videoPlaybackEndedInAd
 - videoPlaybackBeganInAd
 - onAdColonyV4VCReward
- Sample implementation of this class is included in release. Please check this file for detail implementation and try to follow the same process.
- Now the last part, please declare this class name along with package name should be declared in your Pokkt account Dashboard.